GENERATION OF
CHAOS
TM
TEEN
T
CONTENT RATED BY
ESRB
NIS
America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

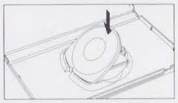
Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS 10075

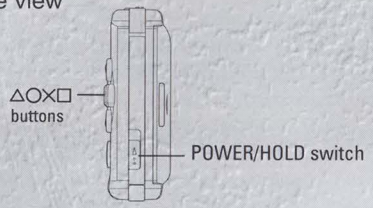
The Dravanian Revolution ended in 1701, leaving the country in ruins. In the wake of this chaos, Minister Zeo deftly maneuvered through the political system to emerge as the country's strong new leader. Before long, Zeo began to transform Dravania into a powerful military force. Now, Dravania has risen from the ashes to restore peace and prosperity to the rest of Lost Grounds.

Contents

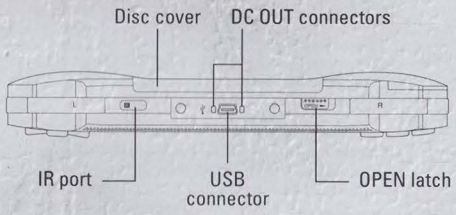
Contents 1
Getting Started 2
Starting Up 3
Starting The Game 4
(New Game / Continue / Option)
Mode 5
(KOC Mode / Story Mode)
Flow of The Game 6
(Movement & Battle / Level Up)
Commands 7
(Main Commands / Commands During Movement / HQ Commands / Enemy HQ Commands / Enemy Commands While Moving / Timeframe & Cost / Maintenance Cost)
Screens 10
(Main Screen / HQ Screen / Movement Screen)
Battle 12
(Flow of Battle / Select Formation / Select Operation / Select Formation / Landscape / Weather / Time / SUP / SKL / Item / Property / Battlefield / Battle Screen Commands / Status Screen (Units or Partners) / Status Screen (Commander) / Equipment Screen / Magic Screen / Clear Data / Gallery / Edit Commander)
Important Information 24
(Defending Commander / Turns / Commerce & Fortification / Game Over / Prisoner / Commanders / Advisor/Lord / Health / Treasure Chest / Partners & Summoned monsters / Search / Landscape Effects)
Icons 27
Item & Skill Effects 29
Characters 30
Tips 31

Getting Started

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT (Generation of Chaos™) disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ✕ button on the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

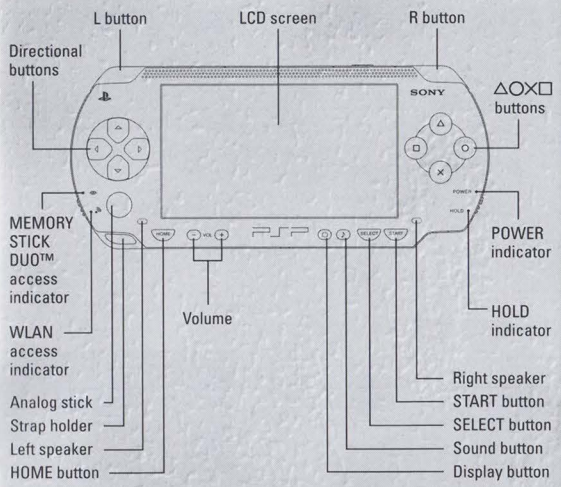
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP™ (PlayStation®Portable) system Configuration



Control	Field	Battle
Directional buttons:	Select/Move cursor	Select/Move cursor
Analog stick	Move cursor	Select
□ button	Display flag	N/A
O button	Cancel	Cancel
X button:	Execute/Confirm	Execute
△ button	Display Allegiance	Cycles/Show bonus stats
R button	Switch page/Subtract/ Zoom out	Zoom out
L button	Switch/Cycle through/ Allied units	Change camera
START button	Skip Movie	Skip Movie
SELECT button + R button	Zoom in	Zoom in

Starting The Game

New Game

When you turn on the PSP™ System and insert the Generation Of Chaos™ disc, you will be taken to the title screen. Select [New Game] to proceed to the mode selection screen.

Select game mode

Story mode: Play the game in story mode.
KOC mode: Create your own kingdom.

**You must clear the first round of story mode to unlock the KOC mode.*

Continue

When you turn on the PSP™ System and insert the Generation Of Chaos™ disc, you will be taken to the title screen. Please select [Continue] to continue from a previously saved game.

Option

You can adjust game settings.

Cut Scene

Turn the special skill movies during battle on or off.

Update

Turn the info reports on or off.

Field Effects

Turn the special field effects on or off.

Mode

KOC Mode

Once you have completed the Zodia Kingdom Campaign or Dravania Campaign, you can choose the KOC Mode to re-conquer the land with your favorite commander. Your bases and supporting commanders will be randomly picked, and you will encounter new types of battles requiring you to come up with different tactics.

Main Commander Selection

After you select your main commander, your main base and nine supporting commanders will be randomly selected for you. The enemy will also be randomly selected.

Supporting Commanders

When you begin, the amount of gold and the area of your command will be rather minimal. Make sure you can make enough money to pay your commanders.

Story Mode

Once you have completed the Zodia Kingdom Campaign, you can choose the Story Mode. There are two types: advancing by chapter, and leader rivalry.

Advance by Chapter

You must defeat the enemy force in each story chapter to move on to the next. You must be well prepared for enemies in the next chapter since they will be unknown to you until the current one is defeated.

Leader Rivalry

All ten forces will appear from the start of the game. Your objective is to protect your own base and conquer the others. It is a fight between everyone, so plan your tactics accordingly.

Flow of the Game

Game Start

↓

Strategy Phase
Build your kingdom and expand your territory.

Battle Phase
Battle your enemies.
*Please refer to page 12 for the flow of battle.

↓

End Turn

↓

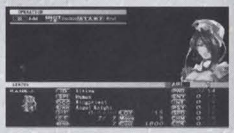
Enemy Phase

Movement & Battle

Players will move their characters on a grid map. Occasionally you will encounter random enemies during your quest.

After a randomly generated battle, the enemy you fought might join your team as a partner. If you do not wish to have a partner, simply refuse the request.

Level Up



Your characters will level up by fighting enemies and gaining experience points. Your characters are able to level up until you have reached maximum level.

Commands

Main Commands

- **CMD** - Command to base and commander.
- **Shop** - Buy or sell.
- **MAP** - Check Map.
- **Save** - Save or load a game.
  - ※ Make sure you have a Memory Stick Duo with at least 272KB of free space inserted into the memory stick slot of your PSP™.
- **View** - Check your base and commanders.
- **PER** - Pay commanders and assign an Advisor.
  - ◆ PAY : Select payroll orders.
  - ◆ ADV : Assign an Advisor.
    - ※ ADV will affect conversion success rate.
  - ◆ DSC : Discharge your commanders.
    - ※ There are commanders that cannot be discharged depending on the event.
- **FUNC** - Takes you to Option menu.
- **Done** - End your turn.

Commands During Movement

- **Move** - Move.
- **SKL** - Use skills.
  - ※ Limited number of skills could be used.
- **PRS** - Treat your Prisoner.
  - ※ You cannot use this command while moving.
- **LOY** - Increase the loyalty of your commanders.
  - ◆ Gift : Offer money.
    - ※ 5% chance of loyalty increase for every gift offered.
  - ◆ Item: Offer item.
    - ※ Loyalty increase chance depends on the quality of the item. The number of items offered does not affect outcome.
- **Item** - Use items.
  - ※ You cannot use this command while moving.
- **STAT** - Check your status.

HQ Commands

- **Move** - Command used for moving your characters.

※ Moving distance varies upon character class. Cities with commerce level 5 can use aircrafts to travel between ports.

- **R&D** - Research & Development. Change landscape and/or build new architecture.
  - ◆ **Change landscape :** Alter the land to your liking.
  - ◆ **Construction :** Build new architecture on open land.
    - • **Openland** Change the land back to original form.
    - • **Fort** Construct a fort to defend your land.
    - • **Recruit Office** Automatically regain the number of soldiers by staying here.
    - • **Factory** Manufacture items.
    - • **Clinic** Automatically regain your HP by staying here.
    - • **Graveyard** Encounter random enemies.
- **Politics** - Improve infrastructure and commerce.

※ You can pass through kingdoms that you are allied with. However, the alliance will be broken if you invade their land

  - • **FORT** Improve fortification.
  - • **INV** Increase investment/market.
  - • **ALY** Make alliances with neighboring kingdoms.
- **Prisoner** - Decide the fate of your prisoner
  - ◆ **STAT :** Check status.
  - ◆ **CNV :** Approach prisoner to join your army.

※ Commanders that still have a kingdom to go back to are more difficult to convert.

  - ◆ **RLS :** Release prisoner.
  - ◆ **EXT :** Execute prisoner.
- **Lord** - Appoint a landlord.

※ Landlords affect the R&D timeframe.

- **RCT** - Recruit and/or sell soldier.
- **LOY** - Increase your commander's loyalty.
  - ◆ **Gift :** Offer money.

※ 5% chance of loyalty increase for every gift offered.

  - ◆ **Item:** Offer item.

※ Loyalty increase chance depends on the quality of the item. The number of items offered does not affect outcome.

- **SCH** - Search for items and new commanders.
- **STAT** - Check status.

※ Equip and unequip your commanders with the STAT command.

- **ARG** - Select a commander to defend your land. If there are no commanders protecting the land, it will automatically be conquered by invaders.

Enemy HQ Commands

- **RCT** - Recruit enemy commanders.

※ You cannot recruit key enemy commanders. If you fail to recruit enemy commanders, your commander will be in danger of capture or even execution. Commanders with low loyalty and/or leaders with low charm are easier to recruit.

- **CRS** - Decrease enemy fortification and market stats.

※ Similar to RCT, if you fail your commander is in danger of capture or execution.

- **STAT** - Check status.
- **BRB** - Lowers enemy loyalty.
- **MAG** - Magic attack on enemy kingdom to lower stats.

※ The commander who uses the magic spell cannot be used for a certain number of turns.

- **PRS** - Check prisoner.

Enemy Commands While Moving

- **STAT** - Check status.
- **MAG** - Cast Magic on enemy kingdom to lower stats.

Timeframe & Cost

Timeframe and cost of R&D and politics depends on your commander's stats. Commanders that have high intelligence tend to complete their tasks in politics quicker.
On the other hand, commanders with high "power" stat do a better job in construction. Use the right personnel for the tasks you wish to carry out.

Maintenance Cost

There is a maintenance fee for every infrastructure that you build.

Fort	5000
Recruit office	1000
Factory	10000
Clinic	2000
Graveyard	0

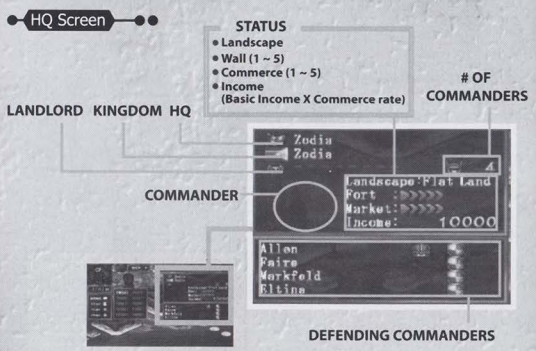
Screens

Main Screen

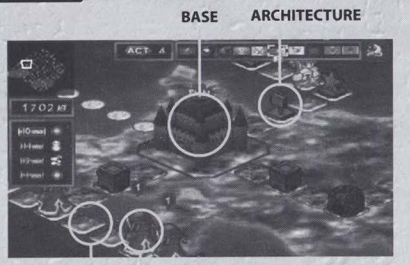
- **Leader** - Game over if the leader dies.
- **Weather** - The weather will affect your army's status. Check stats for info.
- **Turn List** - Player's kingdom Kingdom in action.
- **TIME** - Time of the day will affect your army's status. Your turn begins in the daytime and will change to night.
- **ACTION** - The number of actions that can be performed per turn. If you do not have enough turn point, you will not be able to use the command.

※ Move, skill, item use, and magic commands will take up a turn action.

HQ Screen



Movement Screen



- **Road** - Up to 4 commanders can be at the same location.
- **Unit** - Enemy characters are represented by a cape.
- **Base** - A place where commanders can stay to heal.
- **Architecture** - Build various architectures.

Types of base

HQ | Castle | Town | Tower | Cave | Mid Point

Types of architecture

Open land | Fort | Recruit office | Factory | Clinic | Grave yard

Types of commanders

(Red) Enemy commander | (Blue) Allied commander | Player commander

Battle

Flow of Battle

Select Formation

The formation of your units will alter their status. You should choose your formation according to weather, landscape, unit type, and enemy types. Some commanders have unique special formations. You cannot change formation after the battle begins, but you can move your whole unit or just the commanders in the middle of battle.

- **BSC** - Basic formation (No status change).
- **CRD** - A tight compact formation.
- **SRD** - A formation used to surround enemy units.
- **CNT** - In this formation, the commander stands in the center.
- **AGR** - An aggressive style formation for frontal assaults.
- **DEF** - A defensive formation for maximum protection of your commander.
- **KMI** - Kamikaze formation (Fight to the death).
- **REG**
  You may register your favorite formation as your basic formation. Your registered formation will not alter your units' status.

Select Operation

Selecting the operation will set your commander's actions.

- **Crush** - Fight until every enemy is destroyed.
- **Wait** - Hold still until further commands.
- **TargetCDR** - Attack only the enemy commander.
- **DefendCDR** - Defend your commander.
- **RUN** - Run away from enemy.

※ You can only "RUN" from enemies if your commander retreats to the back of battlefield.

★ **THRU** -THRU is the command used to break through enemy defenses and enter their castle. This command can only be used while storming enemy gates.

※ Soldiers that make it through before the commander will not return during that battle.

★ **Blow Wall** - Command used while storming enemy gates. Your units will destroy enemy walls.

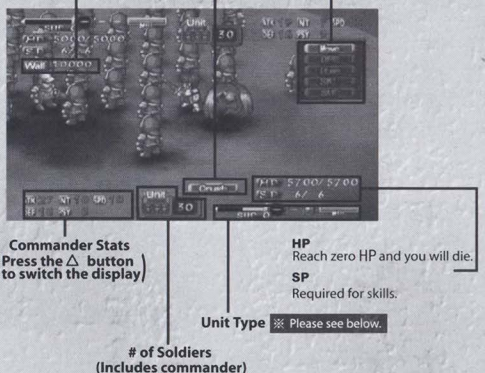
★ ■ **CHG** - Command used while storming enemy gates. Your units will attack both enemy units and enemy walls.

★ ■ **ATK Sniper** - Command used while storming enemy gates. Your units will attack the snipers behind ramparts.

※ Commands with the ★ mark can only be used during offensive formations.

Select Formation

Battle will begin once you have selected your formation and operation. Every battle will end by either killing the commander, destroying the enemy "Wall", or when "THRU"/"RUN" succeeds.



Command Window

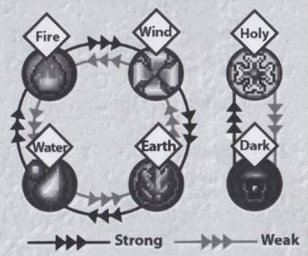
- **Move** - Move your unit and commander when they have lost their way.
- **OPR** - Change your operation.
- **Item** - Use items. You will lose the items once you use them.
- **SKL** - You can use skills corresponding to the equipable weapons. Make sure that you have enough SP and level.
- **SUP** - You can use super moves. Skill gauge will not be gained once you use your super move.

Unit type display

- **Super Move Gauge** - Fill the gauge up to use your super move.
- **Weapon Type** - Represents the type of attack you are using.
- **Armor Type** - Represents the type of armor you are using.
- **Power Up** - Power Up represents units with special features.
- **MRL** - MRL Gauge. Morale gauge for your units. Units with high morale fight better than those who have low morale.

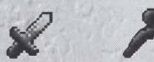
Type

Every weapon, armor, skill, and super move has a TYPE that affects status and damage. Types can have strong or weak effects against your opponent.



Style

There are two attack styles, physical and magic. Physical attacks depend on Power and Energy. Magic attacks are based on Intelligence and Psychology. Having a different style of attack from your opponent will do more damage than having the same style.



POW

Certain enemy units such as those to the right are weak against the same style of attack that they have.

Resistance

Some accessories that you find in the game have resistance against the four elements listed on the right.

Landscape

There are six different types of landscapes in this game. The landscape of the battlefield could positively or negatively affect your units' movement. Some units will move quicker in certain landscapes.

(Yellow & Green)
Flatland

(Green)
Forest

(Gray)
Rockyland

(Blue)
Water

(Yellow)
Desert

Reclaimed land

Weather

Weather will affect your unit's attack power.

Sunny

Rain

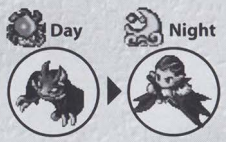
Fog

Snow

Cloudy

Time

Time will affect unit status. For instance, some units are stronger at night than in the daytime.



SUP

Super moves can inflict massive damage to your enemies or support your units by raising their stats. Your super move gauge will increase by taking damage or getting your units killed during combat.

SKL

Skills are special moves that you can use during combat. Some units come with a standard set of skills, but others can learn them by purchasing skill books from a shop. Skills require SP. The more powerful the skill, the more SP is required to use it.

Generation Of Chaos™ PSP™ System

Name _____

Address _____

City/State/Zip _____

Email _____

Gender ○ Male ○ Female

Age ○ Under 15 ○ 16 - 20 ○ 21 - 25
○ 26 - 30 ○ 31 - 35 ○ 36 +

How would you rate ***Generation of Chaos™*** ?

	Great	Good	Average	Fair	Poor
Graphics	○	○	○	○	○
Sound	○	○	○	○	○
Control	○	○	○	○	○
Manual	○	○	○	○	○
Packaging Design	○	○	○	○	○
Voice Acting	○	○	○	○	○
Text	○	○	○	○	○
Overall	○	○	○	○	○

Your opinion is very important to us. Your opinion hel
a consistently excellent p

What are your favorite magazines and websites? (Mark all that apply)

- ○ EGM
- ○ Game Pro
- ○ PSE2
- ○ TIPS&TRICKS
- ○ Animerica
- ○ Newtype
- ○ GameSpy.com
- ○ 1up.com
- ○ RPGFAN.com
- ○ Other ( )
- ○ Game Informer
- ○ OPM
- ○ PSM
- ○ Hardcore Gamer
- ○ Play
- ○ Shonen Jump
- ○ IGN.com
- ○ GameSpot.com
- ○ RPGamer.com

What motivated you to purchase this game? (Mark all that apply)

- ○ Magazine ad
- ○ Saw it at a store
- ○ NIS Website
- ○ Demo Movie
- ○ NIS Fan
- ○ Other ( )
- ○ Magazine article
- ○ Word of mouth
- ○ Other web site
- ○ Like Strategy games

Comments:

_____

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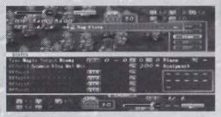
os us pursue our goal of continuing to provide our users with roduct. Thank you for your time.

Item



An item can be used during combat by equipping it to your units.

Property

Super moves, skills, and items have a certain property that can alter the stats of your units.

- **SUP** - Used by charging up your super move gauge.
- **SKL** - Skill moves will use up SP. If your unit's SP level is low, you might not be able to use some skills.
- **Item** - Any unit can use it once during combat.

Battlefield

List of battle results

- ◆ Victory : Defeating opponent.
- ◆ Defeat : Defeated by opponent.
- ◆ THRU : Break through enemy lines.
- ◆ Retreat : Able to run away from battle.
- ◆ Defend : When your wall/gate remains safe, but both friendly and enemy commanders die at the same time or when you defeat the enemy commander, but your wall/gate gets destroyed.

※ Defend will not result in a loss of territory.

- ◆ Crushed : Both commander and wall/gate is destroyed at the same time.

Invasion/Defensive battles

Battles within castles or cities can have up to a total of 4 rounds. The number of battle rounds will depend on the number of commanders at the location. Victory will be achieved by defeating the opposing commander.

◆ OPR :

• Crush	**Available**
• Wait	**Available**
• TargetCDR	**Available**
• DefendCDR	**Available**
• Retreat	**Available**
• THRU	**Available (offense)**
• Blow Wall	N/A
• CHG	N/A
• ATK SNIPER	N/A

◆ Result :

• Victory	**Available**
• Defeat	**Available**
• THRU	**Available (offense)**
• Retreat	**Available**
• Defend	N/A
• Crushed	N/A

Invasion/Defensive battles, Final Round

The **Final Round** of battle in castles and cities.
Victory will be achieved by defeating the opposing commander or destroying the wall.

◆ OPR :

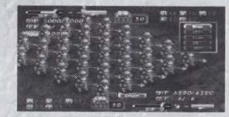
• Crush	Available
• Wait	Available
• TargetCDR	Available
• DefendCDR	Available
• Retreat	Available (offense)
• THRU	N/A
• Blow Wall	Available (offense)
• CHG	Available (offense)
• ATK SNIPER	Available (offense)

◆ Result :

• Victory	Available
• Defeat	Available
• THRU	N/A
• Retreat	Available (offense)
• Defend	Available (defense)
• Crushed	Available

Fort Battles

Battles within forts.
Victory will be achieved by defeating the opposing commander or destroying the wall.



◆ OPR :

• Crush	Available
• Wait	Available
• TargetCDR	Available
• DefendCDR	Available
• Retreat	Available (offense)
• THRU	N/A
• Blow Wall	Available (offense)
• CHG	Available (offense)
• ATK SNIPER	N/A

◆ Result :

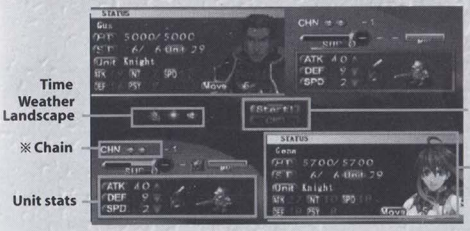
• Victory	Available
• Defeat	Available
• THRU	N/A
• Retreat	Available (offense)
• Defend	Available (defense)
• Crushed	Available

Bonus Points

Defending units within castles and cities will gain bonus points to increase their attack power.

• Headquarters	5
• Castle	4
• City	3
• Cave	2
• Tower	2
• Mid-point area	2

Battle Screen Commands



※ **Commander Stats**: Press the △ button to switch between the status screen. Numbers in Red represent an increase and numbers in blue represent a decrease.

※ **Chain**: Chain represents the number of the same landscapes next to your location. Up to 5 blocks can be chained. Depending on your unit's stats, chain could either increase or decrease your defense level.

Status Screen (Units or partners)

Status (Physical or Magic)

R (Red) **Enemy** R (Blue) **Friendly**

This symbol indicates that this character is one of the many main characters. If your main character dies or gets captured, it is game over. Enemy main characters cannot be held captive or persuaded.

Equipment
Weapon/Armor/Accessory/Item

Ex
Experience points. Gain 100 points and your character will level up.)

Resistance (See P.14)

Gauges (See P.14)

ABL
Maximum ability. If this number becomes zero, you can no longer level up.

Status

Name:	Character's name.
SPI :	Species.
OCC :	Occupation.
Unit :	Type of unit.
HP :	Life points.
SP :	Skill points.
Unit # :	Number of units.
LOY :	Loyalty
Move :	Movement on field map.
Cost :	Fee paid to commander
PWR :	Power. Affects physical attacks.
ENY :	Energy. Affects defense against physical attacks.
INT :	Intelligence. Affects magical spell attacks.
PSY :	Psychology. Affects defense against magical attacks.
SPD :	Speed. Affects how fast you move.
CHM :	Charm. Affects success rate of conversions.
LCK :	Luck. Affects what you get from treasure chests.

Status Screen (Commander)

Status

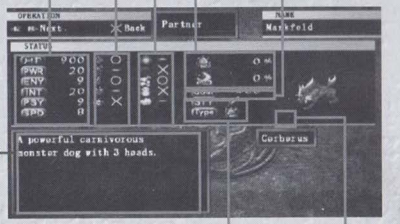
HP :	Life points.
PWR :	Power. Affects physical attacks.
ENY :	Energy. Affects physical defense.
INT :	Intelligence. Affects magical attacks.
PSY :	Psychology. Affects magical defense.
SPD :	Speed. Affects how fast you move & evade.

Landscape : Affects movement
(O: Strong -: Normal X: Weak)

Weather : Affects attack
(O: Strong -: Normal X: Weak)

Time

Cost: Cost per unit



Description

Attack type (View P.14)
Unit type (View P.14)

Symbol

Equipment Screen

Landscape : Affects movement
*If you have an "X" as your landscape status, you must spend two action points to move one space. **(O: Strong X: Weak)**

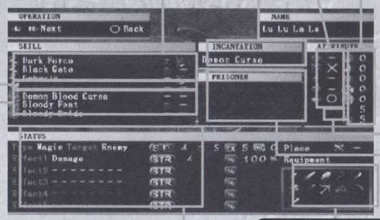
Super Move 1~Super Move 3

Weapon Skills
(Skills that can be used with the weapon)

Equipment: Skills 1~Skills 3

Magic

Level requirements for skills.



Attack type

Prisoner (Max 3)

Weapon types that can be equipped.

Status (Physical or Magic)

Type:	Physical or Magic.
Target :	Your target.
SP :	SP points and all other requirements needed to use the skill.
EX :	Effective range (1 represents 1 unit length).
RNG :	Range of field map skills.
Effect 1~5:	Effect of skill.
STR :	Strength of skill.
% :	Skill success rate.
Place :	Available during battles / Available on field maps.

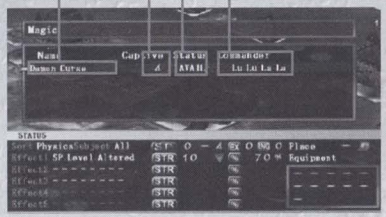
Magic Screen

Captive : The length of time the character will be put on hold.
*The character that uses a field magic will be put on hold.

Status
Status of the magic user

Name
Name of magic

Commander
Commander who can use magic



Clear Data

Clear data is save data after you finish the game. By resuming off the clear data, you will be able to access the KOC mode.

Gallery

The gallery mode allows you to watch previously saved movies and pictures. In order to save the gallery mode you will need a Memory Stick Duo™.

Edit Commander

In Edit Commander, you can edit the stats of some commanders. Commanders that you have edited will appear in the game as commanders without an affiliation.

Important Info

Defending Commander

If a city or castle does not have a defending commander, it can easily be taken over.

- **You will automatically lose if you do not have a defending commander during an invasion.**
- **If you have a defending commander you will go into combat.**
- **You may have up to 4 commanders to defend your land.**
- **Commanders are taken off the defensive line up list if they move or take on other tasks.**

Turns

There is a fixed number of actions you can take in a single turn.

- **Moving, using an item, skills, and magic will use up a turn action.**

※ Ordering your commanders to work on economics and construction does not use up a turn action.

Move

Item

Skill

Magic

Commerce and Fortification

You can increase the commerce and wall fortification of cities and castles through your HQ commands. Improving fortification of your walls will improve defense against enemy invasions. Higher market means higher income and better shops. If a city's commerce points reaches 5, you will automatically gain an airport to travel instantly between other airports.

Airport

Shops

Wall

Income

Game Over

If your head and/or main commander is killed in action or your HQ is invaded, the game is over.

Prisoner

You will gain prisoners by defeating your opponent in battle. Up to 10 prisoners can be held captive.

- **Traveling commanders can hold up to 3 prisoners.**
- **You can hold up to 10 prisoners at a city or castle.**
- **It is easier to persuade a prisoner if their affiliated kingdom is taken out.**

※ There are some commanders who cannot be captured depending on the stages.

Commanders

Every month you will pay your commanders for their work. You can have up to 50 commanders, but if you do not pay them their loyalty will go down. If your funds are low, the most important commanders will get paid first.

※ You can change the payment rankings of your commanders.

Advisor/Lord

Advisors and lords can assist you during the game. Advisors are experts on alliances and conversions, while lords are experts on economic/infastructure development.

Health

Commander and troop health will recover at the end of your turn.

※ HP and SP will recover by staying in your territory.

Treasure Chest

Treasure chests on battlefields can be destroyed during combat. If you wish to claim the treasure do not let the chest get destroyed.

- **Wooden chest : Easiest to break**
- **Iron chest : Cannot be destroyed**
- **Golden chest : Easy to break, but you will get something by claiming it.**

※ Commanders with high luck can search for rare items that may be expensive or are never sold in shops.

Partners & Summoned monsters

Partners are commanders that fight side by side with you. You can get a partner by progressing through the game or from random battles. Summoned monsters are attained by using certain items. Summoning items can only be used once.

Search

Use the search command to look for hidden items, money, passage ways, and commanders.

Landscape Effects

The landscape of the field map can affect your move distance. You can change the field map through landscaping.

Icons

- Leader
- Advisor
- Lord
- Weapon Level
- Fire Type
- Water Type
- Earth Type
- Wind Type
- Dark Type
- Holy Type
- Weather (Sunny)
- Weather (Rain)
- Weather (Snow)
- Weather (Fog)
- Weather (Cloudy)
- Time (Day)
- Time (Night)
- Type (Human)
- Type (Dragon)
- Type (Undead)
- Type (Beast)
- Type (Demon)
- Landscape (Flat) (Yellow & Green)
- Landscape (Forest) (Green)
- Landscape (Stone) (Gray)
- Landscape (Water) (Blue)
- Landscape (Desert) (Yellow)
- Landscape (Reclaimed land)
- Death Resistance
- Speed Change Resistance
- Sleep Resistance
- Accuracy Change Resistance
- Up
- Down

Field Use

Battle Use

Ailments (Type change)

Ailments (Sleep)

Ailments (Skill N/A)

HQ

Castle

City

Base

Cave

Tower

Defending Commander

Commander on Duty

Friendly Commander

Enemy Commander

Friendly Units

Enemy Units

Items & Skill Effects

HP Level Altered	Increase or decrease of HP
PWR Altered	Change in power
ENY Level Altered	Change in energy level
INT Level Altered	Change in intelligence
PSY Level Altered	Change in psychology
SPD Level Altered	Change in speed
ACY Level Altered	Change in accuracy
MRL Level Altered	Change in morale
Revive	Revive the dead
Damage	Damage to your character
Death	Death of a character
Skill	Restriction on skill
Skill Change	Change in skill type
Sleep	Character falls asleep
Heal Ailments	Heal various ailments
Skill Gauge Altered	Skill gauge goes back to normal
SP Level Altered	Change in SP level
MAP Altered	Change in landscape
Time Mod	Change in time
Weather Change	Change in weather
Affect Soldier	Change in unit type
Summon	Summon monster
Class Change	Change in class type
Escape	Escape from battlefield
Fortification	Display the level of wall (Defensive power)
Market	Display the economic wealth
Soldier	Change in soldier

Characters

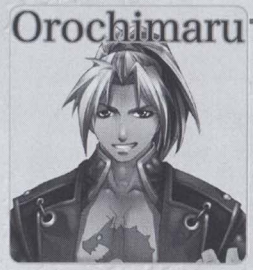
Gena

Leader of the 8th Dravanian Knight Unit. Gena is at times belligerant and headstrong, but harbors a good heart nonetheless. She is best friends with Glen, though the two might seem to be complete opposites. Gena is serious and faithful to her duties; at times to a fault...

Allen

Allen is the Prince of Zodia, the oldest kingdom in exsistance. He feels that it is his birthright and duty to bring peace to all the land.

Orochimaru



Orochimaru loves to fight and flirt. He possesses the power of the Imperial Dragon and can sustain his youth forever.

SuzuUo

Queen from the far east. However, she prefers to go out and play rather than attending to her royal duties.

Tips

How to make money:

Conquer bases or invest in your castle and city market. You can also make commanders search for rare items to sell to the shop. It is also important to lower your costs, such as by getting rid of useless prisoners and commanders or flattening out unused architecture.

How to change professions:

You can change the profession of your commander by using certain rare items. Some items require the commander to equip it and then die for the change to occur.

How to fill the SUP gauge faster:

You can fill your SUP gauge by attacking enemy units. Commander attacks against units fill the gauge faster than unit to unit combat. The gauge can be filled up to three times, which can carry over into your next battles.

How to get more commanders:

The best way to get more commanders is to capture prisoners and convince them to join you. Other methods include searching and recruiting enemy commanders.

Knowing your type of basic attack:

There are different types of basic attacks by the commander and units. For example, those who use physical attacks have a strong attack towards the general area in front of them. Magic users can usually only attack at a range in a straight line. Others can attack in all directions, so control your units so that they have the advantage.

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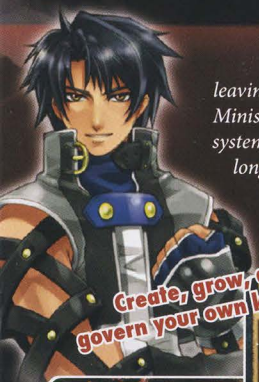

The Dravanian Revolution ended in 1701, leaving the country in ruins. In the wake of this chaos, Minister Zeo deftly maneuvered through the political system to emerge as the country's strong new leader. Before long, Zeo began to transform Dravania into a powerful military force. Now, Dravania has risen from the ashes to restore peace and prosperity to the rest of Lost Grounds.

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